**Use case diagram**

Primary

* Player
* Game Admin that uses the game’s Admin screen to manage Players
* \*Monsters within game

Supporting

* 3rd party database service that the game uses to store its state
* Contractor company that localizes the game to other languages
* Shareholder of the software company that develops the game

Off-Stage

* International Game Developers Association

**Domain Model**

*Game Objects:*

1. Player
2. Monster
3. Room
4. Dungeon
5. Winner
6. Challenger Monsters

*Attributes:*

1. Player Strength
2. Monster Power
3. Room Difficulty
4. Rooms Remaining